TELSTAR
Electronic Studios

krisalis

SEGA SATURN™

THE FUTURE OF SPACE COMBAT

STARFIGHTER 3000

INSTRUCTION MANUAL

COMPACT disc

CONTENTS

WELCOME TO STARFIGHTER 3000

"We are FedNet. The year is 3037, and we are now in control."

This message is known all too well to the citizens of the Federation. Like the anthems of many that have come before, it marks the inauguration of a new regime. Centuries of corruption and warfare have taken their toll on the populous. Those who have managed to survive are looking for the chance to bring harmony and stability to their home worlds.

The leaders of FedNet are the first to offer even the faintest promise of order in the present era. To support their cause, you have been 'coerced' into serving a tour of duty in the FedNet space corp. Fortunately, your assignment is with an elite team of pilots whose sole purpose is to test experimental spacecraft and weapons systems. This means you will have only the most advanced technology available to help you stay alive.

FedNet command has decided that your mission should be to wipe out the remains of rebellion and crush small-time warlords on the outermost planets. Feel no qualms about razing anything and everything in your path. There is no such thing as an innocent civilian on these rogue worlds.

When you join the StarFighter 3000 project, you are warned that all tactical and operational aspects of your performance are monitored by high command. Any errors may cost you your life...

You have been assigned a Predator Mark-IV planetary assault vehicle. Fitted with two hyper-drive thrusters, with built-in gyroscopic stabilisers, this spacecraft gives excellent handling at high and low altitudes over a range of operational speeds. On-board energy processors allow for the in-flight reconfiguration of many of the ship's characteristics including engine and laser power which gives the ship the ability to adapt to its local environment.

Good luck pilot

GAME CONTROLS

You can configure the ship controls as you wish once you start a game. Otherwise, the game uses the default control configuration described below.

Aboard Ship

Directional buttons:	Roll left/right and pitch up/down.
C Button:	Increase thrust.
B Button:	Cancel, close the strategic map.
A Button:	Toggle camera view.
Z Button:	Activate Electronic Counter Measures.
Y Button:	Open strategic map.
X Button:	Not used.
L Button :	Change weapon.
R Button:	Fire weapon.
START Button:	Pause game.

Strategic Map

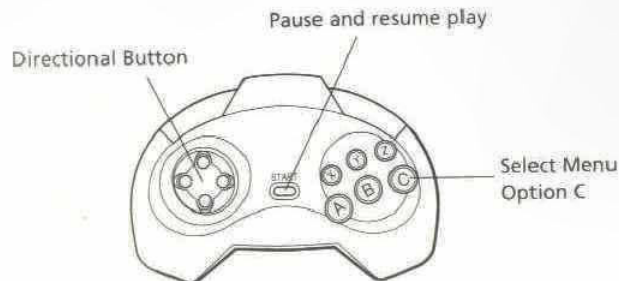|	
Directional buttons:	Move red targeting circle over the map.
C Button:	Lock-on to highlighted target.
A Button:	Show information on highlighted target.
Z Button:	Bring up mission briefing.
L/R Buttons:	Zoom in/out.

Menus

Directional buttons:	Scroll through menu options.
C Button:	Select menu option.

MISSION STICK

When the Mission Stick is plugged in it will automatically be detected and calibrated. The same control buttons as those for a standard Control Pad are used. For further details of your Mission Stick, please refer to your User Manual.

Pause and resume play

Directional Button

Select Menu Option C

Star Fighter 3000

PLAY GAME
NEW GAME

SAVE GAME
LOAD GAME

CONFIGURE

MAIN MENU

From the Main Menu, choose one of the following sub-menus. Use the Directional buttons to highlight a menu item and the C Button to select.

PLAY GAME

If a game is currently in progress or has been loaded from the System Memory, enter the mission selection screen at the point where it was left off. Otherwise, begin a new game from the starting planet.

NEW GAME

Begin a new game from the starting planet.

SAVE GAME

Save a game in progress to the System Memory.

LOAD GAME

Load a game from the System Memory.

CONFIGURE

Configure StarFighter 3000 to your personal preferences.

MISSION SELECTION

StarFighter 3000 consists of a massive set of 60 independent missions, each designed to offer an increasingly difficult strategic challenge. Only the most resourceful pilots will be able to complete the entire game from start to finish.

At the beginning of a new game, a tier of 15 rookie missions is available to choose from. The first few missions introduce basic flight control and combat aspects of the StarFighter 3000 craft. Use these levels to practice destroying ground and air targets and working with your fighter squadrons. Try to gather as many parachute drops and crystal combinations as possible early on to enhance weapons, shields, and control before the game really kicks in.

The mission selection screen is represented by an inverted pyramid of spinning globes. Starting from the bottom planet, you must complete each mission to advance to the next row in the formation. You can play any planet on a row in any order you choose, but an entire row must be completed to move up to the next. When all 15 missions have been mastered, a new set of planets will become available. The mission sets are Cadet, Corporal, Captain and Commander.

Use the Directional buttons to choose a planet within the current row and press the C Button to select it. Pressing the B Button returns you to the Main Menu. Completed missions are represented by purple coloured planet icons.

MISSION BRIEFING

When you select a level to play, you will hear a mission briefing. Listen to the message to discover your objectives. You can view the entire text of the briefing by scrolling up and down using the Directional buttons or the L/R Buttons. To skip the briefing and start the game, press the C Button. To return to the planet selection screen press the B Button. During gameplay, if you would like to listen to the mission briefing again, you may do so via the strategic map screen.

SAVE GAME

StarFighter 3000 can store up to six games in the System Memory. A maximum of 52 memory units will be taken up.

When entering the Save Game menu, a text entry box will be displayed prompting you to enter in a filename. Use the Directional buttons to navigate the cursor around the screen. Select the green return arrow icon and press the C Button to register the name. The left facing arrow erases the previous character.

If a save game slot is available, your file will fill that empty slot. Up to six saved games may be maintained at any time. If all slots are full, a file list will be displayed. With the Directional buttons, highlight an old game that you are willing to delete and the new game will overwrite it.

If you decide not to save your game, move the cursor to Exit and select it to return to the Main Menu or press the B Button.

LOAD GAME

StarFighter 3000 keeps track of up to six stored games in the System Memory. If you have saved your progress at a previous point, you may recall the game by using the Directional buttons to highlight the game and press the C Button to load it.

If you decide not to play a saved game, move the cursor to Exit and select it to return to the Main Menu or press the B Button.

CONFIGURE GAME

StarFighter 3000 allows the game to be completely configured to your personal preferences. From this menu, select one of the following options and sub-menus. Use the Directional buttons to highlight an item and press the C Button to select. Pressing the B Button returns you to the Main Menu.
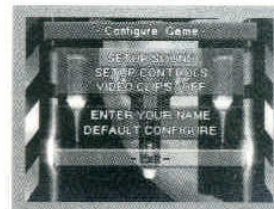
SETUP SOUND

Enter the Sound Configuration menu. Adjust music and sound effects volume, toggle individual musical tracks and set track order.

SETUP CONTROLS

Configure the flight controls.

ENTER YOUR NAME

Enter your pilot name into the registry for high score and save game information. Selecting this menu choice will bring up a text entry box with an alphanumeric display. Use the Directional buttons to enter a pilot name and select the green return arrow icon to register the name.

DEFAULT CONFIGURE

Reset configuration settings to StarFighter 3000 defaults. This will reset the game to music, sound effects and return the flight controls to their default.

EXIT

Return to the Main Menu.

SETUP SOUNDS

From the Configure Sounds menu, you may adjust music and sound effects volume or enter the musical track selection and ordering menu. Use the Directional buttons to highlight the item you wish to modify and press the C Button to select it. Pressing the B Button returns you to the Configure Game menu.

MUSIC

Toggle music on/off. When music is turned on, the volume bars on the CD icon will be highlighted. Push left or right on the Directional buttons to adjust music volume.

SOUND

Toggle sound effects on/off. When sound is turned on, the volume bars on the F/X icon will be highlighted. Push left or right on the Directional buttons to adjust sound effects volume.

SET TRACKS

Enter the Select Tracks menu, allowing you toggle individual musical tracks and set the track order.

EXIT

Returns you to the Configure Game menu.

SELECT TRACKS

From this menu, you may individually turn on or off the eight unique music tracks. Use the Directional buttons to select the desired track and press the C Button to toggle on/off. When a track is turned on, the CD icon on the right will be animated with a number indicating the track order. To completely customise track ordering, turn off all musical tracks, then turn them back on in the order you desire.

The available music tracks are: Obie 1-Thirty, Death By Stereo, Planet Ma, The Predator, Head Up, FreeFall, Floating, Higher.

Move the cursor to Exit and select it to return to the Configure Sound menu or press the B Button.

FLIGHT CONTROLS

Enter the Flight Controls menu. Re-define the StarFighter 3000 controls to match your most comfortable settings. Using the Directional buttons move the highlight over each control in turn and press required button. Only one key may be mapped to a particular control. Selecting the same button more than once will generate the message 'Controls Are Clashed' at the bottom of the screen, preventing you from using this combination. The last menu item is the Vertical Control toggle. Select this to switch between normal aircraft control (up = dive, down = climb) and flipped control. START can not be assigned to any of the control functions.

EXIT

Return to the Configure Game menu.
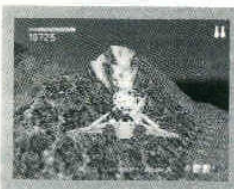
PILOTING THE STARFIGHTER 3000

The StarFighter 3000 was designed to be as simple and intuitive to the pilot as possible. Use the Directional buttons to manoeuvre the craft in a similar manner to a conventional aeroplane. Push the Control Pad left or right to bank in the appropriate direction and hold left/right to roll. When banking, hold up or down on the Control Pad to make very fast and tight turns.

Using normal vertical controls, push down on the Directional buttons to raise the nose of the spacecraft to climb, and push up or forward to dive. Holding in a vertical direction will cause the craft to loop. If you prefer flipped vertical controls, you may change this setting in the Flight Controls Configuration menu. Hold the C Button to increase the speed of the StarFighter 3000.

DEEP SPACE COMBAT

The StarFighter 3000 is capable of engaging in combat above a planetary surface as well as in deep space. To leave the confines of the planet atmosphere, aim the ship directly towards the sky and apply thrust. Some missions will take place entirely within the space realm with only asteroid fields to navigate among. Keep in mind, it is often difficult to get your bearings in space by visual clues alone. To re-enter the atmosphere, aim the craft towards the planet and prepare to descend rapidly to the surface.

TERRAFORMING

The StarFighter 3000's laser system has the unique capability of vaporising the surfaces of planets. A single hit to terrain causes scorching, but repeated blasts will cause mountains and hills to collapse inward in a process known as terraforming.

Terraforming can be used as a tactical advantage, allowing your fighter to carve a path through the mountainside just wide enough to squeeze through. Also, hillside gunnery installations may be taken out with much less effort by blowing the ground out from underneath them.

PARACHUTE RESUPPLY

Throughout the game, FedNet headquarters will send parachute drops to the planet surface containing new supplies - ammunition, additional weapons, and fighter upgrades. Locating and collecting parachutes is an important requirement of combat survival.

As soon as a paradrop has started, a warning message will be displayed on the Combat View screen stating 'Parachute Detected'. Go to the Strategic Map and locate the most recent parachute on the display. Parachutes are too small to accurately lock onto, but they can be seen from a far distance as a white target item. Fly your StarFighter 3000 directly into these supply containers as they fall to the planet surface. If you don't act quickly enough, they will hit the ground and explode.

MOTHERSHIP

In the majority of StarFighter 3000 missions there will be at least one carrier labelled as your Mothership. On some missions you will be transported onto the battlefield from inside this ship. On others, you must dock with the Mothership to complete the mission. To launch from within a carrier, press the R Button. To dock with a Mothership, align your craft with the landing pad entrance and manoeuvre in. The entranceway walls are more forgiving than they appear. Most haphazard landings will be guided to safety via the auto-docking system, unless you completely miss the mark.

The Mothership makes an attractive target for enemy fighters. During the course of a mission, if you see the 'Mothership Under Attack' message, you should return to protect it. On the Strategic Map, carriers appear as a yellow M symbol. Use the cover provided by the Mothership's lasers as a tactical advantage when engaging enemy fighters.

Joining Formations

In many missions, additional pilots may be present to accompany you on your sorties. If you come across a group of friendly fighters, they may request to join your party. Press START Button to bring up the Game Menu. At this point, the fighters will show up in your formation. See the Formation Control menu to set their attributes.

ENERGY CRYSTALS

As you destroy buildings, trees, ships, enemy fighters, gun installations, etc. you will notice multicoloured crystal shapes rising from the ashes. These are energy crystals. All of the StarFighter 3000 weapon systems utilise matter-energy converter technology to transform chemical and electromagnetic components of destroyed targets into energy crystals. If you collect these crystals, you can use the energy within to generate new weapons, replenish ammunition, and enhance strength and control characteristics of your fighter.

Depending on the combinations of energy crystal colours and shapes, different attributes and weaponry can be generated. The order in which crystals are collected is very important. Your craft can only hold four crystals at a time. If a combination does not occur before you collect a fifth crystal, the oldest crystal that you are currently holding will be dropped from the inventory. So far, the only known crystal combinations are:

Two red crystals in a row yields additional laser power.
Two yellow crystals in a row yields enhanced shields.

To aid you in your quest to discover new crystal combinations, at the end of the level, the shipboard computer will analyse the energy crystals that you picked up and display the results on the monitor.

Look for hidden crystals in the tops of buildings, for multi-crystal generators, and for special combinations which cause the entire display to fill with crystal bonuses. Even trees can store energy.

COMBAT VIEW SCREEN

The view from one of the battle cameras, either tracking your ship, watching fly-bys, or from the cockpit of the StarFighter 3000, is considered the Combat View Screen. This is where the majority of the game is played.

LIVES

When you begin a new level or launch a new StarFighter 3000 after crashing, the number of lives that you currently own are displayed as a set of hearts across the top portion of the screen. The hearts will be re-displayed whenever you gain a free life. You may check on your life count at any time during the game via the Strategic Map Status Screen.

A new game begins with three lives. Free lives are obtained every 250,000 points.

STATUS BAR

The bar in the upper left hand corner of the view screen shows the current status of your craft. As you take damage, the bar gets smaller. If the bar completely disappears, you will lose a life. Fortunately, damage is automatically repaired over time.

The maximum length of the status bar is variable. If you collect certain crystal combinations or parachute drops, you may be able to increase the strength of your craft. Likewise, if you sustain particularly heavy damage or gather a poor combination of crystals, you may reduce the overall capabilities of the StarFighter 3000.

SCORE

Your current score is displayed immediately below the Status Bar.

WEAPONS

The icon for the StarFighter 3000's current mounted weapon system is displayed in the upper right hand corner of the view screen. If the supply of the current weapon is limited, the amount of ammunition remaining is displayed below the icon. Ammunition may be gained by picking up parachute drops or special crystal combinations.

MESSAGES

In-game messages, such as "Mission Target Destroyed" appear on the top half of the display below the status bar region.

Inter-ship communications are printed on the lower half of the display above the Threat Indicator and Target Info.

TIME

If the current mission has a time limit, the amount of time units remaining will be displayed in the lower left hand corner of the view screen next to the hourglass icon.

THREAT INDICATOR

The threat indicator is displayed in the bottom centre of the view screen. This device consists of a set of radar lights, which flash different colours depending on the type of threat. If the indicator shows red lights, there are enemy fighters in the vicinity. If the indicator is orange, there is a cruiser after you. If yellow lights are shown, an incoming missile is locked on to your craft. Much of the time, all three colours will be lit up.

POSITION & HEADING

Positional information consisting of a grid reference to the Strategic Map and a heading arrow showing direction of travel (north, south, east, west) are always present in the lower centre of the view screen. When no target is locked or no enemy fighters are nearby, this positional information is all that is displayed. However, when either of these other conditions is met, the direction arrow and grid reference will be shifted slightly to the left of the lower centre display.

TARGET LOCK

Using the Strategic Map, it is possible to select a target item to lock onto. See the Strategic Map section for more information. This may either be a ground target or an enemy fighter. When a target is locked, information will be displayed in the lower centre of the screen describing where the target is located in relation to the StarFighter 3000 craft. This information will shift your current position and heading indicator to the left.

The locked target number will be shown in the centre next to the "lock" text. Directly to the right will be an elevation reading of the target. The text "below" indicates that the target is below the current level of the StarFighter 3000. "Above" indicates that the target is above. To the right of this text is a directional arrow indicating the heading in which you need to guide your craft to locate the target. When intentionally tracking a target, follow the target direction by keeping the arrow pointing forward instead of minding your own craft's heading.

If no item is specifically targeted, but an enemy fighter or mission target is nearby, similar targeting information will be temporarily shown in the lower centre of the display, labelled with the text "free".

ENERGY CRYSTALS

Displayed in the lower right hand corner of the view screen is your current crystal inventory. You can only hold four energy crystals at any one time. As you collect new crystals, the inventory fills from left to right. If you are holding four crystals and collect a fifth without hitting upon a combination, the entire inventory will shift to the left, dropping the leftmost crystal from your collection. See the Piloting the StarFighter 3000 - Energy Crystal section for more information.

GAME PAUSED MENU

Anytime during gameplay, the Pause Menu may be activated by pressing the START Button. When in this mode or on the strategic map, time is suspended.

The pause menu offers access to fighter formation control and camera settings. Use the Directional buttons to highlight a menu item and press the C Button to select the various options and sub-menus. Press the B Button to return to the game.

FORMATION CONTROL

Enter the Formation Control menu. Adjust fighter team aggressiveness or attack/defend positioning.

CAMERA 1

Cycle through the available modes for Camera 1 using left/right on the Directional buttons. This camera always looks at the StarFighter 3000 craft. See the Camera Control section for more information.

CAMERA 2

Cycle through the available modes for Camera 2 using left/right on the Directional buttons. See the Camera Control section for more information.

LOOK AT

Change Camera 2's tracking system to look at the player, the team, enemy fighters, or weapons. See the Camera Control documentation for more information.

QUIT GAME

Select this menu choice to bring up a quit game requester. Press the C Button to quit the game and return to the Main Menu. Any other key returns control to the Pause Menu.

FORMATION CONTROL

Formation Control is entered via the Game Paused menu. If friendly fighters have joined your formation, either at the start of the mission or by joining up during the game, they will be displayed at the bottom of the screen in a default arrangement.

Use the Directional buttons to select between the various menu options. Press the B Button to toggle parameters.

Friendly fighters are controlled by the computer AI system, however, you may adjust certain parameters to govern their attitude and organisation. From the first menu option, choose the formation's approach to combat from Normal to Aggressive to Defensive. When under Normal operational conditions, fighters can be set into one of the following modes:

REGROUP

Order friendly fighters to join up on your wing.

ATTACK

Order individual vehicles to immediately start peeling off one at a time to launch attacks on nearby targets.

ALL ATTACK

Order all fighters in the formation to immediately attack at once.

AGGRESSIVE MODE

When set to Aggressive, fighter AI operates similarly to a Normal Attack formation, except individual spacecraft do not take off until an enemy target enters the vicinity.

DEFENSIVE MODE

Fighters stay in formation to provide a cohesive defensive unit. Individual fighters may break formation to defend the Mothership or to defend the formation itself, if under attack.

CAMERA CONTROL

StarFighter 3000 offers two independently controlled cameras, which can be quickly toggled during gameplay using the A Button. By default, the first camera tracks the fighter craft from behind in an external view, while the second camera provides a first-person perspective view through the cockpit.

Both cameras may be manually adjusted to view the scene from any angle and from a wide range of distances. In addition, Camera 2 can be set to track several different types of objects besides the player's ship.

VIEW MODES

Cycle through the four different view modes by highlighting one of the cameras and pushing left or right on the Directional buttons.

EXTERNAL

View one of the optional object types from four pre-set angles or from any arbitrary angle and distance. When this camera setting is selected, press the C Button to enter Camera Adjustment mode.

COCKPIT

View the scene through the cockpit of the StarFighter 3000. In this traditional flight simulator mode, a set of crosshairs is visible in the centre of the screen. Looking at objects other than the player has the bizarre effect of viewing the scene through the 'eyes' of that object. Try setting Camera 2 two Cockpit mode and Look At Weapons.

TRACKING

Track any one of the object types from a distance. This mode differs from the External camera view in that it displays the scene from a stationary point and rotates the camera instead of moving along with the object.

FLYBY

View the StarFighter 3000 or any object type from a dramatic angle as it zooms across the scene.

OBJECT TYPES

The following object types may be cycled through via the Look At option for Camera 2 in the Game Paused menu.

PLAYER

Look at the StarFighter 3000 craft from the selected camera view mode.

TEAM

Cycle through each member of the team using the L/R Buttons in the selected camera view mode.

ENEMY

Show each of the enemy fighter craft in order using the L/R Buttons. If no enemy vehicles are present, the player's ship will be displayed until an enemy arrives on the scene.

WEAPONS

Track missiles or megabombs as launched from the StarFighter 3000 until they explode. The camera defaults to the Camera 1 view until a weapon is fired. For a wicked effect, put Camera 2 into External View mode and Look at Weapons.

CAMERA ADJUSTMENT

When in External View mode only, the angle and distance of the camera from the object being tracked can be manually adjusted. Press the C Button on the camera menu option to enter Camera Adjustment mode.

Use the Directional buttons to rotate the camera angle. Left/Right revolves horizontally, Up/Down changes elevation. The C Button cycles through four preset viewing angles from directly behind, in front, and to the left and right.

Use the L/R Buttons to zoom in and out. The zooming feature is extremely useful for getting a wider view of the action. When you are satisfied with the camera view, press the B Button to return to the Pause Menu.

WEAPON SYSTEMS

LASERS

The StarFighter 3000 craft is equipped with unlimited laser fire. Initially low-power green lasers are provided. Crystal combinations and parachute supplies can upgrade the weapons system to high-power blue, yellow, and eventually orange lasers. Up to five additional lasers can be added to the ship via wingpod extensions.

AIR-TO-GROUND (ATG) MISSILES

A batch of 10 ATG missiles is available at the start of a new game. When mounted, all targetable ground items, such as weapons installations, buildings, tanks, radar towers, etc. that enter directly into the StarFighter 3000's immediate path are surrounded by a pulsing target box.

Pressing the fire button while a pulsing target box is visible will launch a guided missile towards the item. Stationary targets are difficult to miss, however, tanks and mobile weapons may be able to elude ATG missiles. Use crystal combinations and paradrops to increase your cache of ATG missiles.

AIR-TO-AIR (ATA) MISSILES

The StarFighter 3000 is equipped with 10 ATA missiles at the start of a new game. When mounted, all spacecraft including enemy and friendly fighters, satellites, and carriers that enter directly into your immediate path are surrounded by a pulsing target box.

Pressing the fire button while a pulsing target box is visible will launch a guided missile towards the item. Enemy fighters are capable of out-running and eluding ATA missiles, especially when located on the edge of the target range. Warning, be careful not to fire upon friendly fighters or the Mothership. Use crystal combinations and paradrops to increase your cache of ATA missiles.

MULTI-MISSILES

Multi-missiles can only be gained by picking up special crystal combinations or parachute drops. A multi-missile launch fires three independently-guided smart missiles at ground or air targets in the vicinity, including those which are off-screen. The one caveat of this weapon is that it only works well for items within close range.

BEAM LASER

The beam laser works by directing a massive discharge of energy towards a forward target. Like ATG and ATA missiles, when the beam laser is active, all targetable air or ground items which enter directly into the StarFighter 3000's immediate path are surrounded by a pulsing target box.

The beam laser is one of the most powerful weapons, but it may only be obtained via special crystal combinations or parachute drops. It is difficult to pick out specific targets when the beam laser is held, so be especially careful not to fire upon friendly fighters or the Mothership.

MEGABOMBS

Megabombs can only be gained by picking up special energy crystal combinations or parachutes. These weapons are dropped straight down on ground targets like conventional bombs and destroy everything within a large blast radius.

MINES

Airborne mines are useful to protect your StarFighter 3000 from enemy aircraft and missiles approaching from behind. Mines hover over the spot where they were launched for a short period and detonate when an object runs into them. Be careful not to collide your own ship with a mine. Mines are gained by picking up parachute drops or via special crystal combinations.

ELECTRONIC COUNTER MEASURES (ECM)

The StarFighter 3000 craft is initially equipped with three ECM deterrents. An ECM emits an electromagnetic burst which destroys all missile targeting systems in the area, including your own. Use ECM flares to confuse incoming surface-to-air (SAM) and enemy air-to-air (ATAM) missiles. ECM supplies can be replenished by gathering parachute drops or energy crystal combinations.

SPECIAL ENHANCEMENTS

Picking up parachute drops or complex energy crystal combinations can add enhancements to the StarFighter 3000 above and beyond the standard set of weapons.

MEGASHIP

When collected via a parachute, this enhancement offers instant upgrades to maximum laser power, maximum ship control and speed, and access to all weapon types. Unfortunately, the megaship lasts for only a limited time unless you are really lucky.

WINGPODS

Up to two wingpod extensions may be attached to the tips of each of the StarFighter 3000 wings, enhancing both speed and manoeuvrability and adding extra laser cannons. Typically wingpods are picked up in pairs, but occasionally one may be

awarded singly. Avoid collisions with terrain, because these could damage one of the pods and knock it free from the craft. In these cases, it may take some time to compensate for the performance difference between the two ship halves. Four wingpods make up the ultimate StarFighter 3000 enhancement. Due to the amount of fuel consumed by these pods, they will not last longer than the current mission.

STRATEGIC MAP
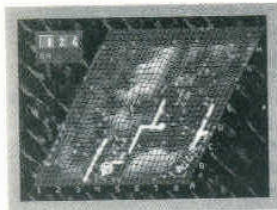
Anytime during gameplay, the Strategic Map may be activated by pressing the Y Button. While viewing the map or target and status information, time is suspended.

The Strategic Map consists of a reduced three-quarters perspective view of the entire planet surface (or space combat zone) complete with grid references and a movable target icon. Use the Directional buttons to manoeuvre the target cross-hairs over items of interest. The target icon will 'snap' to the nearest mission objective or spacecraft in the vicinity. Note: Because the world is spherical, the map wraps around. The quickest route to the other side of the planet may be to go off the edge to the other side.

MAGNIFICATION

In the upper left-hand corner of the display is a magnification indicator. When first drawn, the magnification level is set to 1X. Use the R Button to zoom in on the portion of the map near the target cross-hairs. The L Button zooms back out again. When magnified by 2X or 4X, the display can be scrolled by moving the target icon in any direction. Below the scale reading, the current grid reference of the cross-hairs is shown to help you identify items of interest.

TARGETING

To receive more information about mission objectives, enemy or friendly fighters, or various ground or air targets, highlight the item under the cross-hairs and press the Z Button to enter the Target Info screen. To lock the target on your StarFighter 3000's guidance system, press the C Button. The target number will show up in the information box below the magnification indicator. Locking a target allows position and heading readings to be shown at the bottom of the Combat View during gameplay

MAP ICONS

Use the following key to decipher map icons.

TARGET CROSS-HAIRS

Use the **directional keys** or **control pad** to manoeuvre the cross-hairs on the Strategic Map.

TARGET HIGHLIGHTED / TARGET LOCK.

Press the **A button** to enter the Target Info screen. Press the **C button** to lock the target. Once locked, this icon surrounds the item.

PROTECT ICON

A **green circle** surrounds any item which must be defended. If it is destroyed, you will fail to complete the mission.

DESTROY ICON

A **red circle** surrounds any moving target which must be destroyed in order to complete the mission. Fighters, Stratoliners, tanks, etc. without this icon are immaterial to your mission.

RED TARGET

A **red C** marks a mission objective target. These must be destroyed.

YELLOW TARGET

A **yellow C** marks a destroyed or optional target.

MOTHERSHIP

A **yellow M** represents a Mothership carrier.

STRATOLINER

A **yellow S** represents a stratoliner.

FIGHTER

A **yellow F** with a **yellow F subscript** represents a single fighter craft. Friendly fighters flash **green**, enemy fighters flash **red**.

FIGHTER ON PATROL

A **yellow F** with a **blue P subscript** represents a fighter in a patrol formation. Friendly fighters flash **green**, enemy fighters flash **red**.

ATTACKING FIGHTER

A **yellow F** with a **red A subscript** represents an attacking fighter. Friendly fighters flash **green**, enemy fighters flash **red**.

SATELLITE

A stationary satellite is represented by this icon.

GROUND VEHICLE

A moving transport, tank, or other ground vehicle is represented by a **purple V** icon.

RADAR BLIP

Any man-made object, such as a building or gun installation which shows up on the radar, but is not an identifiable target. Some of these may be secret targets, or may provide special power-up bonuses when destroyed.

HEADING

Moving ground, air, or space craft flash between their identifying icon and a directional arrow. The arrow shows the direction in which the object is heading. Green arrows represent friends, red arrows foes.
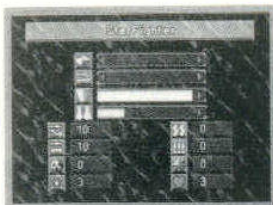
STATUS SCREEN

Move the targeting cursor over your ship on the Strategic Map and press the Z Button to access the Status Screen. This screen shows the current condition of your ship. The four bars in the top half of the screen represent the strength of your Engines, Control, Shield and Lasers. These aspects of your ship can be upgraded by collecting different combinations of energy crystals. The eight icons in the bottom half of the screen represent your weapon systems and their current levels (A-T-G missiles, A-T-A missiles, Megabombs and ECMs on the left. Beam laser, Multi-missile, Mines and your remaining lives on the right). Upgrade your weapon systems by collecting crystal combinations.

INFO SCREEN

By moving the targeting cursor over an enemy vehicle on the Strategic Map and pressing A, you can access the Info Screen. This screen shows the status of the target vehicle's Engine, Control, Shield, Laser in the same way as the status screen. The three boxes in the bottom half of the screen show the vehicle's Orders, Height (relative to your own) and your orders with regard to the vehicle.

MISSION COMPLETE

After successfully completing a mission you are presented with a debriefing screen. This will give you details on your current Score and the number of Missions Completed. You are also given statistics on the number of Hits Taken, Enemy Craft Destroyed, Ground Objects Destroyed and the number of Crystal Bonuses Awarded. Press a button to continue.

If you have managed to collect any crystal bonuses during your mission you will be taken to the Crystal Bonuses Awarded screen. This will give you details of the combinations you have collected and the bonus awarded. Using the Directional buttons move the green highlight down to scroll the screen. Remember these combinations, you will need them again...

SCORING

After completion of each command level or when you have lost all of your lives you will be able to enter your name in the Hall of Fame. When the Name Entry box appears, scroll through the box with Directional buttons and press the C Button to enter your name. If you make a mistake, highlight the pink arrow and press the C Button, highlight the green return symbol and press the C Button register your name. The Hall of Fame for each command level holds only the top 5 scores, so you will only have the option to register your name when you have scored above the lowest score on the table.

DEMO MODE & HIGH SCORES

There are four different high score tables for each of the command levels. To see the high score tables, enter any of the pre game menus and wait for about a minute without pressing anything and they will be displayed. Pressing any button will return you to the menu that you were using.

If you leave the game on the Main Menu for a few minutes StarFighter 3000 will enter Demo Mode. To return to the Main Menu press any button.